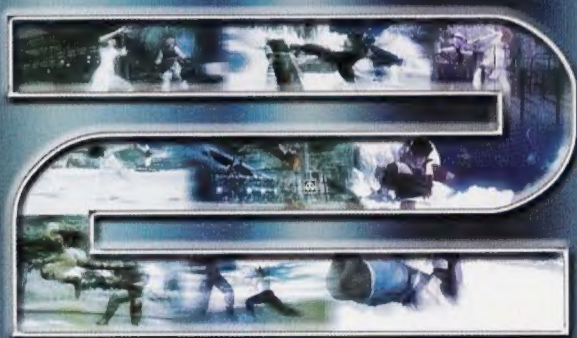




LIVE

ONLINE ENABLED

# DEAD OR ALIVE



U L T I M A T E

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching videogames.

These seizures may have a variety of symptoms, including light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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The game screens used in this manual may differ from those of the actual game.

## Getting Started

### Xbox Live™

#### Take Dead or Alive 2 Ultimate Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play, and talk to them in real-time as you play. For games with downloadable content, download new levels, missions, weapons, vehicles, and more to your Xbox® console.

#### Connecting

Before you can use Xbox Live™, you need to connect your Xbox® console to a high-speed or broadband internet connection and sign up for the Xbox Live™ service. To determine if Xbox Live™ is available in your region and for information about connecting to Xbox Live™, see [www.xbox.com/connect](http://www.xbox.com/connect).

#### Home Theater Systems / Dolby Digital 5.1ch

Dead or Alive 2 Ultimate supports Dolby Digital 5.1ch home theater systems. Dolby Digital 5.1ch output requires a compatible Dolby Digital 5.1ch system, including an optical cable, and either an Xbox® Advanced AV Pack or the Xbox® High Definition AV Pack. (Dolby Digital 5.1ch equipment is sold separately.)

#### HDTV / Progressive Scan 480p

Dead or Alive 2 Ultimate supports advanced HDTV technology, and the progressive display format of 480p, which requires a compatible television and an Xbox® High Definition AV Pack. (HDTV equipment is sold separately.)

## Prologue

### ~ Disaster of Tengu at the End of the Century ~

A great leader was killed at the end of the 20th century. His name was Fame Douglas, and he was renowned as the sponsor of the legendary Dead or Alive World Combat Championship. Since his death—and in the absence of his charisma and leadership, the world has become chaotic. Yet something appears to be happening. Amid this chaos, it is announced that "Dead or Alive Championship 2" will be held. However, Douglas' passing has taken with it the purpose and significance of the tournament. Even worse, the promoter of "Dead or Alive Championship 2," who is fond of conflicts and jealous of the strong, is responsible for Douglas's death. The new promoter is more than just a corrupt mastermind, but a man of pure evil. His involvement in the tournament has brought a sense of terror to the world, resulting in the infamous Tengu Disaster that occurred at the end of the 20th century. The climax of the disaster is about to begin with a roaring battle.

Thank you for purchasing "Dead or Alive 2 Ultimate" software for the Xbox® Video Game System from Microsoft. In order to get the most out of the game, please read this game manual thoroughly before playing.

Dead or Alive 2 Ultimate supports Dolby Digital 5.1ch. Dolby Digital 5.1ch output requires a compatible system including speakers and either an Xbox® Advanced AV Pack or an Xbox® High Definition AV Pack, both of which are sold separately.

Dead or Alive 2 Ultimate supports the progressive display format (480p), which requires a compatible television and an Xbox® High Definition AV Pack (sold separately).

## Game Controls

Dead or Alive © 2 Ultimate is designed for use by one to four players. This section describes basic controller operations, based on the DEFAULT controller type when the character is facing right.



### Game Reset

You can perform a soft reset and return to the title screen by holding down the START and BACK buttons for three seconds.

### Dead or Alive © Ultimate on the Xbox® Video Game System Button Controls

Represents the X button in the Game. Likewise, represents the Y button and represents the B button.

- For 2 or more players on one Xbox® Video Game System you will need additional Xbox® controllers.
- Select the Controller Settings in the Option mode to switch the Vibration function on/off.
- Basic Controls use the DEFAULT button assignments. Select the Controller Settings in the Option mode to customize button assignments.

## Starting the Game

### Game Mode Select

Press the START button at the Title screen to enter the Game Mode selection screen. Use the directional pad to pick a Game Mode and press the START or A button to confirm the selection.



### Character Select

Use the directional pad to select a character and press the START or A button to confirm. Each Dead or Alive © character has unique costumes. After a character selection has been confirmed, use the directional pad to select the character's costume and press the Start or A button to confirm the costume selection.



- Each characters has a different number of costumes.

## Rules

### 1. Criteria for Victory in Battle

The regulations specified below are prerequisite conditions to advance to the next round in one battle. The player that wins the predetermined number of rounds wins the battle and advances to take on another challenge.

- **KNOCK OUT (KO)** When a fighter's health level reaches zero.
- **TIME UP** When the countdown timer reaches zero.  
(The fighter whose health is greater wins the set.)

### 2. Criteria for Draws and Sudden Deaths

A DRAW occurs when both fighters have the same amount of health remaining at TIME UP, or in the event of a DOUBLE KO, in which both fighters achieve a KO at the same time. A SUD-DEN DEATH set is created, if, at the same time, both fighters win the number of sets required for victory. The champion of the SUDDEN DEATH set is declared the winner of the battle.

### 3. Continue

Press the START or A button at the Game Over countdown screen to confirm another challenge. If the game is set to Default Settings, you cannot change characters before the next fight begins.

## Battle Screen

### Set count

This represents how many rounds you must fight to win. When you win a round, one dot will be highlighted. When you win the entire battle, all dots will be highlighted.

### Time

This represents how much time is remaining in the round, when the countdown timer reaches Zero, the fighter with the most health remaining on his or her life gauge wins.

### Life gauge

A player is defeated if his or her life gauge drops to Zero.



### About the menu during game pause

Pressing the START button during a game pauses the game. A menu screen will be displayed.

CONTINUE:	Closes the menu and continues the game.
COMMAND LIST:	Displays the command list for the character.
CHARACTER SELECT:	Ends the game and returns to Character Select screen.
QUIT:	Ends the game and returns to the title screen.

### Victory Icons

After two player battles, special Victory Icons appear. If you win several consecutive two player battles, the number of Victory Icons will increase and the shape of the icons will change at the following milestones: 1, 5, and 10 consecutive wins. Watch carefully, different characters have special and unique Victory Icons.

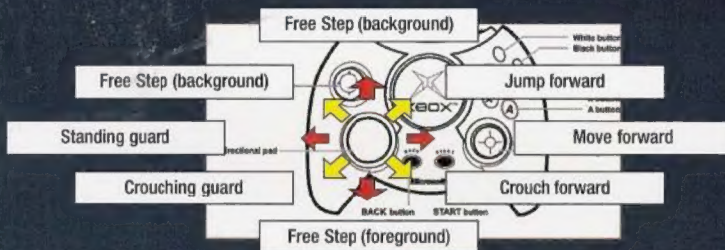
## Basic Operations

This section explains common movements used by all characters. Refer to the Basic Controls on Page 4 for details on the directional pad and individual buttons. Review the individual character pages, beginning on Page 25, for moves unique to each character. The following movements assume the character is facing right.

### Character Movements

⇨ indicates a short press of the directional pad, while the ➡ indicates a long press.

⇨⇨ Forward dash	➡➡ Run
⇨⇨ Backward dash	⇨⇨ Crouching dash



### Guarding

⬅ P Standing guard	⬇ F Crouching guard
--------------------	---------------------



Attacks can be made high, in the middle, or low. To guard against high and middle attacks, use ⬅ on the directional pad. To guard against low attacks, use ⬇. It is also possible to guard using the F button. You can guard against high attacks by crouching and low attacks by jumping.

## Free Steps

↑ Background movement    ↓ Foreground movement

Free Steps let players freely move their character around the 3D environments of DOA. To move a character using a Free Step, use the Directional pad to move the character into the Foreground and Background. Free Steps are important to learn if you want to take advantage of the multi-tiered stages and interactive elements in the world of DOA.

## Strikes

P Punch    K Kick



Each character has unique Strike moves. By combining these moves with the Directional pad, you will be able to execute various attacks.

## Types of attacks

Middle attack: Hits both standing and crouching opponents

Low attack: Hits both standing and crouching opponents

Super High attack: Hits standing opponents, no guarding

## Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

## Throws

F + P Ordinary throw    ↓ F + P Low throw



When close to your opponent, you can use the F + P buttons to throw him or her. Different characters have their own special throws. Use the directional pad in combination with the F + P buttons to execute more powerful throws.

## Evade Throw

F + P Evading Ordinary throws

(Well-timed) F + P Backward dash

Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

## Holds

(Against a high attack)	 <b>F</b>	High hold
(Against a middle punch)	 <b>F</b>	Middle punch hold
(Against a middle kick)	 <b>F</b>	Middle kick hold
(Against a low attack)	 <b>F</b>	Low hold

By properly timing the entry of your command against the strikes of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.



## Critical Hold

When you receive hits as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will relieve you from critical status, providing a chance to recover from an unwanted situation.

## Down Attacks

 **P** +  Down attack     **P** or  **K** Follow-up attack








When a character is knocked down, you can execute a Follow-up attack. Use **P** or **K** button for the follow-up attack, depending on the character. In addition to Follow-up attacks, some characters have a special Down attacks, which they can use on a grounded opponent.

## Down attack

Down attack causes the opponent a bigger damage, but it also gives the opponent a bigger chance to attack while you are trying to use the attack.

## Getting up

Press <b>P</b> button several times in succession	Get up quickly at your present location
Press  <b>F</b> button several times in succession	Roll toward the background and get up
Press  + <b>F</b> button several times in succession	Roll toward the foreground and get up
(While getting up, press  button several times in succession	Rising middle kick
Press  +  button several times in succession	Rising low kick

Use the directional pad to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

## Game Modes

Dead or Alive © 2 Ultimate features twelve Game Modes.

### Story Mode

In Story Mode you fight to learn the true story behind each Dead or Alive character, and the secrets hidden in the world of DOA. If your player is defeated, the Game Over screen will appear. There is no limit to the number of times Story Mode can be continued. (1 player)



### Time Attack Mode

Time Attack Mode is about non-stop action, your score is calculated by the time it takes you to clear the game. Time Attack Mode is only played using the default difficulty settings and number of rounds. If your total time qualifies for the Top 10 in Time Attack mode, you can record your score. (1 player)



### Versus Mode

Versus Mode allows players to fight against each other in a Single Battle or Tag Battle. There is no limit to the number of matches that can be played. (2 - 4 players)

At the end of each battle the following options will be displayed:

AGAIN:	Repeats the battle under the same setting.
CHARACTER SELECT:	Return to Character Select screen.
QUIT:	Return to the title screen.

## Tag Battle Mode

Form a Tag-Team and fight two-on-two with up to 4 players in Tag Battle Mode. Players can join in the battle by selecting his or her character. Two of the same character may not appear on one Tag-Team. Learn which fighters have strong alliances to pull off stunning Tag-Team combos, which are unique to the pairing of certain characters. (1 – 4 players)

- To play, each player must have their own Xbox® controller, which are sold separately.
- A tag team can be controlled by 1 or 2 players.

## Four-Player Simultaneous Play

**Four players can enjoy tag-team battles simultaneously. The combination of team members is the key to victory in four-player simultaneous play.**




- The number of potential players depends on the number of Controllers connected to the controller ports. You'll need one controller per player.
- A maximum of four Controllers will be required.

## Rules

Knock out both opponents to win.







## Tag Change

### 1. + + Tag Change

Press  +  +  during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

## Tag Combos

When your opponent is not attacking or in critical status, you can perform a quick tag change. Practice this skill, and your team will function as a powerful unit.

(Move towards enemy)    } Tag combo  
(Move towards enemy)    }

In Tag Battle mode only, two characters can execute tag combos together. These may be initiated by either character. The moves available depend on the character combination. Once a character has been knocked out, you can no longer use tag combos.

- Some character combinations have their own special tag combos.



## Survival Mode

The goal is to take on minimum damage while earning maximum points. Use one life against an onslaught of computer controlled opponents until your health is completely depleted. After each battle you win, some of your health will be restored. Focus on the moves that earn the most points and learn the best techniques to use against each character. If your final score qualifies for the Top 10 in Survival Mode, you can record your score. (1 player)

- You cannot Continue in this mode.
- The game will finish at Time up or in the event of a Draw.

## Items



5000 points  
Carrot



Minimum health recovery  
20,000 points if health is at MAX  
e.g. Strawberry



10,000 points  
Lipstick



Medium health recovery  
30,000 points if health is at MAX  
e.g. Melon



20,000 points  
Moneybag



Maximum health recovery  
50,000 points if health is at MAX  
e.g. Cherry blossom



30,000 points  
Rice ball

Different health recovery item is assigned to each character.

Items appear when you knock out an enemy or launch a follow-up attack on an opponent who is down. Obtain items to restore health and accumulate points. There are several types of items, each with their own effect. Items disappear after a fixed period of time.

## Danger Reach

If you set off a danger explosion during a game, in addition to earning 3,000 points, you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

- There are many other ways to earn points, such as time bonuses and appeal bonuses.

## Team Battle Mode

Select multiple characters and battle in Teams of up to 7 fighters in a Tournament format.  
(1 - 2 players)

## Sparring Mode

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it for training for real battles by practicing holds and developing original mid-air combos.

- There are no KO's. You can continue training until you exit the mode.
- Press the START button on the practice screen for the Menu that allows you to change settings such as the behavior patterns of the COM. Use the directional pad to move the cursor and to select and change settings.

## Sparring Mode Menu

CONTINUE:	Closes the menu and resumes sparring
COM 1st ACTION:	Sets the action of the computer character
COM 2nd ACTION:	Sets the action of the computer character after it has been attacked
COUNTER:	Configures the counter setting
EXERCISE:	Enables you to practice move commands.
COMMAND LIST:	Displays the command list
RESET POSITION:	Returns the character to its initial position
CHARACTER SELECT:	Returns to Character Select screen.
QUIT:	Ends sparring and returns to the title screen

## Watch Mode

Watch Mode lets you to pick 2 - 4 computer controlled fighters and select a stage for a Single Battle or Tag Battle. There is no time limit to the matches and the characters have no life gauge. If you want to change characters or adjust the camera, Pause the game by pressing the START button and adjust the options. To return to the Game Mode select screen, Pause the game and select Quit.

## User Profile System (UPS) Mode

Keep track of your DOA PROFILE with the USER PROFILE SYSTEM.

- View Profile
- Edit Profile
- Load Profile
- Create New Profile
- Export Profile
- Import Profile

## Battle Record Mode

Record and watch saved replays of your favorite battles anytime. Pause, Rewind, and take control of the Camera to get the best view of the action.



## Settings Mode

Change game settings, battle options, and customize the game to fit your style.

## Ranking Mode

Displays the various rankings of Time Attack Mode and Survival Mode.

Time Attack Ranking:	Displays the ranking of Time Attack Mode.
Survival Ranking:	Displays the ranking of Survival Mode.
Character Ranking:	Displays rankings for each character used in each mode.

## Option

Select OPTIONS from the Game Mode select screen to adjust game settings.

## Game Settings

These settings control the difficulty of the game and rules. Settings can be adjusted for each mode.

Difficulty:	Sets the skill levels (degree of difficulty) of computer opponents
Match Point:	Sets the number of rounds one must win to clear a stage
Life Gauge:	Sets the amount of health
Round Time:	Sets the amount of time for a single round
Default:	Restores default settings

• The items that can be configured differ by Game Mode.

## AUDIO

### Settings for game sound

Music Volume:	Sets the volume of the background music during the game
S.E. Volume:	Sets the volume of SE (Sound Effects) during the game
Voice Volume:	Sets the volume of character voices
Sound Test:	Sound test of Background Music during the game

## CONTROLLER

Used to customize Controllers. Functions can be assigned freely for each button

Button Config:	Configures the functionality of each button on the controller
Vibration:	Used to turn vibration on/off
Analog Command:	Enables/disables the button's analog input

## LANGUAGE

These are the language settings for use in the game.

Menus:	Sets the language for menus
Subtitles:	Sets the subtitle language for use in the game

## VIDEO

These are the general settings for the screen.

Gamma:	Sets the gamma value
Brightness:	Sets the brightness
Contrast:	Sets the contrast

## WARNING

Displays information on the Dead or Alive® Ultimate software.

## EXIT

Exits the Option screen and returns to the Game Mode Select screen.

## The evolution of *The Dead or Alive World Combat Championship* has arrived...

### YOUR XBOX LIVE™ ACCOUNT

To use the DOA Online Game Mode you need to have an active Xbox Live™ account (your account name is commonly referred to as your GAMERTAG) and sign-in to the Xbox Live™ service by connecting your Xbox™ to a high-speed or broadband internet connection.

### THE XBOX COMMUNICATOR™ HEADSET



To take full advantage of the DOA Online experience and participate in the Virtual Arcade you will need the Xbox Communicator™ headset, which is sold as part of Xbox Live™ packages, or sold separately. The Communicator™ lets you get in the middle of the action as an active DOA Online player or Spectator. Both active DOA Online players and Spectators can cheer on other DOA players and Spectators, or talk trash with their opponents. Always be respectful of others. Follow the Xbox Live™ Terms of Use and Codes of Conduct. Keep in mind that you agree to abide by them every time you sign-in to Xbox Live™.

### SIGN-IN LINKING YOUR DOA PROFILE TO YOUR GAMERTAG

This is the official login screen to sign-in to Xbox Live™ and the world of DOA Online. If you're signing in for the first time, create a new DOA PROFILE and link it to your Xbox Live™ account. (You can link only one Xbox Live™ account per DOA PROFILE and it uses 14 Blocks of Memory on the hard disk of your Xbox®.) If this is your first time using Xbox Live™ you will be prompted to set-up an account. Follow the proper steps to create an Xbox Live™ account and return to this screen.

## MODE SELECT

### WELCOME TO THE VIRTUAL ARCADE

#### ONLINE MENU

This is the official login screen to sign-in to Xbox Live™ and the world of DOA Online. The DOA PROFILE you created will automatically be linked to the Xbox Live™ account you specified. Confirm your DOA Profile and Xbox Live™ account (GAMERTAG) to enter DOA Online, the world's first Virtual Arcade created for Dead or Alive, the world's first online 3D fighting game. Get ready to fight!

If this is your first time using Xbox Live™ you will be prompted to set-up an account. Follow the steps to create an Xbox Live™ account and DOA PROFILE and return to this screen.

#### QUICK MATCH

The Quick Match feature automatically selects a battle based on optimal conditions for you and the Xbox Live™ network. Select Quick Match and you'll be fighting online against other DOA players in seconds.

#### OPTIMATCH

Are you ready to get the most out of your DOA Online experience? You set the parameters and hand-pick the fights you want to enter in Optimatch. Increase your World Ranking by playing against other fighters who share the same skills or rise to the challenge and take on more advanced DOA players. Search for a Lobby and join the fight!

### CREATE MATCH



Ever wanted to organize your own Dead or Alive World Combat Tournament? You set the rules by selecting the parameters for each round and battle. Create your own Lobby and send invites to friends who are currently online and challenge other online DOA players in sessions you design and Host. As a Host, customize the fight by setting the rules, you can even change the rules in-between fights to keep everyone on top of their game.

#### MENU

SESSION NAME	NAME THE LOBBY FOR PLAYERS TO LOCATE AND JOIN YOUR SESSION. (YOUR DOA PROFILE IS THE DEFAULT LOBBY NAME)
FLAG	SETS THE FLAG FOR YOUR SESSION
GAME MODE	SELECT FROM ONE OF 7 GAME MODES (SEE PG. 22)
BATTLE TYPE	SELECT SINGLE OR TAG-TEAM BATTLE
LIFE GAUGE	SET THE AMOUNT OF HEALTH IN THE LIFE GAUGE
MATCH POINT	SET THE NUMBER OF ROUNDS IN EACH BATTLE
ROUND TIME	SET THE TIME FOR EACH ROUND
GRADE	SET THE MIN. AND MAX. GRADE OF PLAYERS WHO CAN FIGHT
MAX. PLAYERS	SET THE MAX. NUMBER OF PLAYERS WHO CAN FIGHT
FRIEND SLOT	SET ASIDE FRIEND SLOTS TO MAKE SURE FRIENDS CAN FIGHT
VOICE CHAT	SET THE ABILITY FOR VOICE CHAT ON/OFF
LANGUAGE	SET THE PRIMARY LANGUAGE SPOKEN BY PLAYERS

### FRIENDS



This section of DOA Online allows you to check to see if your friends are online and review statistics from previous battles with friends. Send invites to battle against friends who are currently online, or messages to friends who are offline. Next time your offline friends sign-in to the Xbox Live™ service they'll get your messages and be ready to take on the challenge. Up to 100 friends can be registered to your DOA PROFILE.

### PLAYERS



This is the list of players who have played against you in the sessions you have joined or hosted. The Players section lets you evaluate other DOA Online players and send friend requests.

The following icons are used in the FRIENDS list and PLAYERS list:

- Voice [On]
- Voice through TV
- Sent an invitation to this friend
- Sent a friend request to this player
- Voice [Off]
- Online player
- Received an invitation from this friend
- Received a friend request from this player

### ONLINE OPTION MENU



- VOICE MASKING** Select a filter to mask your voice.
- VOICE OUTPUT** Set-up voice output to generate from your TV or headset.
- APPEAR** Designate your DOA PROFILE to appear ONLINE or OFFLINE.  
You will be OFFLINE to your friends if you are set to OFFLINE.  
This setting must be updated each time you sign-in to DOA Online

### WORLD RANKING



Here is the place to see who is on top of their game and how you rank against other DOA players across the globe. Only the best fighters get to rise above on the Dead or Alive® World Ranking charts. If you master your DOA skills you'll be representing as one of the best fighters on the planet.

## ONLINE GAME MODES

There are 5 different Game Modes available for online play in Dead or Alive2 Ultimate. Each mode supports the use of the Xbox Communicator™ headset by active DOA Online players and players engaged in the fight as Spectators. (Unless Voice Output is turned OFF by using in-game options or set to MUTE, controlled individually by DOA Online players. When MUTE is active the Xbox Communicator™ displays a RED LED.)

### SPECTATOR

Spectators are the core of the Virtual Arcade experience. Up to 6 additional DOA Online players can join the in the fight as Spectators and interact verbally until it is their turn to fight. Each Spectator is able to personalize his or her viewpoint of the fight, by using the Right Thumbstick, and Toggle the Camera Type, with the Left Trigger, while waiting for his or her turn to enter the main battle.

### WINNER-STAYS (2 - 8 PLAYERS)

Challenge DOA Online opponents to One-on-One fights. The winner stays to fight the next opponent.

### TOURNAMENT (2 - 8 PLAYERS)

Create your own DOA Online Tournaments. Winners advance to the next round until one fighter is declared the Champion. Champions of tournaments are rewarded with points based on the number of participants fighting in the tournament.

### TEAM BATTLE (2 - 8 PLAYERS)

Challenge DOA Online opponents in Tag-Team battles. The winning player's Tag-Team fighters are the Champions.

### SURVIVAL (3 - 8 PLAYERS)

Use one life to fight against an onslaught of DOA Online opponents until your health is completely depleted. After each battle, some health will be restored to the Champion.

### LOSER-STAYS (2 - 8 PLAYERS)

Challenge DOA Online opponents to One-on-One fights. The loser stays to fight the next opponent.

### KUMITE (2 - 8 PLAYERS)

Kumite is a non-stop brawl in which, win or lose, the Champion continues to fight all challengers until he or she quits.

## THE LOBBY

### THE HOST OF THE VIRTUAL ARCADE

The Host is the DOA Online player who created and customized the Lobby from the Create Match menu. The Host has the most control, and is responsible for adjusting the Game Settings in-between battles.

### THE FIGHTERS IN THE VIRTUAL ARCADE

The Fighters are the DOA Online players who joined the Lobby from the Optmatch (or Quick Match) menu. If these DOA Online players want changes made in-between battles they must communicate their preferences for Game Settings, to the Host, because only the Host can modify the Lobby's Game Settings.

### TALKING IN THE LOBBY

At the Lobby Screen all DOA Online players, Host included, can communicate with each other in-between battles. If DOA Online players have their Xbox Communicator™ turned ON, they can chat and will appear with an animated graphic while talking.



DOA Online players VOICE CHAT ON



DOA Online players VOICE CHAT OFF

### GAME SETTINGS MENU (X button)

The Host can access basic Game Settings in-between battles by pressing the X button. Game Settings access is limited to Game Mode, Battle Type, Life Gauge, Match Clock, Round Time and Screen Names. For complete Game Settings the Host must exit the Lobby and return to Create Match.

### LOBBY OPTIONS MENU (Y button)

The Host Access Lobby Online Options, your Friends list, and your Players list by pressing the Y button.

### CHANGE NICKNAME TO CAMERTAG (Black button)

You can change between worlds, changing their Live™ accounts CAMERTAG and DOA PROFILE by pressing the Black button.

### POINTS AND GRADE

Your points are cumulative and determine the Grade associated with your DOA PROFILE. You will receive points for every battle you win in DOA Online. The number of points differs, depending upon the Level (or Grade) of your opponent and the Game Mode you are playing. Grade represents the level of strength and experience of a player, which will increase when a certain amount of points are earned.




Example: If your DOA PROFILE is ranked as "B," winning a battle against another DOA Online player who is ranked with Grade "C" or "D" will add more cumulative points to your total vs. winning a battle against a player with Grade "F" or "E." Fighting DOA Online players who are more advanced in challenging, but stepping up to the challenge offers a greater reward by learning other DOA Online player's techniques and fighting strategies (and gaining more points to increase your Grade.)



## Fighting 101

**The techniques and tips below will help you win Dead or Alive® 2 Ultimate battles.**

### Defensive Position

When you are about to be knocked to the ground, press the , , or  button to adopt a defensive position and avoid going down.

- The defensive position cannot be used against some types of attacks.


## Counters

Use the same type of attack as your opponent – strike or throw – to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a strike is used to counter a throw or a throw is used to counter a hold, an even more powerful high counterattack is launched, doing massive damage to your opponent.

## Corner Your Opponent

With some strike moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent or forcing him or her toward the wall, will help turn the fight in your favor. Some throws change if used near the wall.

## Don't Keep the Wall to Your Back

If you are knocked against the wall, you will lean on the wall in a weakened state for a fixed period of time. In such an event, hold the directional pad on  as you stand up. This will enable you to stand up while pivoting against the wall.

## Off the Edge

Dead or Alive®2 Ultimate builds upon the DOA series trademark of multi-tiered stages. From "The Great Opera" to "The Great Wall" stages feature multiple levels and areas you can interact with.

Send your opponent into the air by striking or throwing them at one of the many the edges in a stage. Crush your opponent into break-away walls and barriers, but be aware that colliding with walls or falling to the lower levels of these stages will result in damage. The key to winning is using Free Steps (See Page 8) to position your character within the layout of the stages while sending your opponents off the edge.

- When you send an opponent off of the edge, your character will jump down after him or her, but you will not receive any damage.
- The tiered structure will differ depending on the stage. You cannot fall off the edge in some places.
- Not all attacks allow you to send your opponent off the edge.



## Kasumi

~ The Kunoichi of Destiny ~

Kasumi is a true Kunoichi, a female ninja, ordained to be the 18th leader of the Mugen Tenshin style. Instead of leading the Mugen Tenshin Clan, she became a runaway shinobi to avenge her older brother, Hayate. It seemed as

though she completed her mission after the first Dead or Alive World Combat Championship, but immediately following the tournament she was taken captive by the Super-Human Development Project. Kasumi "X" (her clone) was created while she was held captive.

Nationality:	Japanese
Gender:	Female
Birthday:	February 23, age: N/A
Blood Type:	A
Height/Weight:	5' 2", 106lbs
Body size:	B35" W21" H33"
Fighting Style:	Mugen Tenchin Style Ninjutsu Torjin Mon
Occupation:	Runaway Shinobi
Likes:	Strawberry millefeuille
Hobbies:	Fortune Telling
Hobbies:	Fortune Telling

## Complete Move List

Attacks		Throws	
Engetsu		Engetsu-Shu	
Hiryu		Getsuro-Shu	
Getsurin		Roga	
Futenjin		Tsumuji	
Hitenjin		Shitten-Kyaku	
Tenshin-Rengo		Shitsuro-Kyaku	
Tenshin-Renjin		Fukasen	
Tenshin-Renchi		Sen Kasumi	
Ren-Kaio-Sentotsu		Mugen-To	
Ren-Getsusai		Nagi	
Renko-Rishu		Mai-Ogi	
Renko-Kyoshu		Shiranami	
Renko-Tenshu		Tenbu Shu	
Renko-Genraku		Ura-Renten (Showing the back to opponent)	
Ren Engetsu		Getsuen-Kyaku (Showing the back to opponent)	
Ren-Getsuro		Kiren-Kyaku (Whirl getting up)	
Tenjin, Rengo		Kusoetsu Kyaku (Double spinning kick)	
Tenjin, Renjin		Throws	
Tenjin, Renchi		Kasumi-Gaeshi	
Senko Rishu		Kuriori-Zakura (Opponents back facing a slope)	
Senko-Kyoshu		Kobore Ume (Your back facing a slope)	
Senko-Tenshu		Kagon-Enbu	
Senko-Genraku		Taka-Azusa (Next to wall)	
Kaio-Sentotsu		Tenro-Kyaku	
Kaio-Genraku		Adachi-Shizuka (Next to wall)	
Rengo-Kyaku		Hien Saka-Otoshi (Throw combo)	
Renjin-Kyaku		Holds	
Renchi-Kyaku		Idarai-Hyaka (Against a high punch)	
		Kakumaru-Gari (Against a high kick)	
		Mugen-Shunaha (Against a middle punch)	
		Shigure-Mu (Against a middle kick)	
		Mori-Otoshi (Against a low punch)	
		Soken-Gari (Against a low kick)	
		Mai-Goromo (Against a jumping punch)	
		Soken-Gari (Against a high, middle attack)	
		Mai-Goromo (Against a high, middle attack)	
		Down Attacks	
		Takazume	
		Kakuru-Kontak	
		Special Move Attacks	
		Uragake	
		Tenbu	
		Appeal: Sakura-Matoi	



## Ryu Hayabusa

### ~ Solitary Super Ninja ~

Ryu is THE modern Ninja and best friend of Hayate, Kenichi's brother. As a highly skilled and trained Ninja, Ryu has the responsibility to confront Bankotsubo, the Tengu of Destruction, who came from the dark world into human existence. To confront Bankotsubo, the Tengu of Destruction, face-to-face would be a suicidal act for any human being, but Hayabusa owes it to himself, and to mankind, to confront his fate and challenge the great and evil Tengu.

Nationality: Japanese  
Gender: Male  
Birthday: 1988.12.10  
Blood Type: A  
Height/Weight: 5'10" 154lbs  
Body size: 141" W33" H36"  
Fighting style: Hayabusa Style Ninjutsu  
Occupation: Owner of Antique Shop  
Likes: Sushi  
Hobbies: Mountain climbing, fishing



## Gen Fu

### The Legendary Goken -

Gen Fu has no choice but to bring back his legendary fighting style Goken, or Fatal Iron Fist, that he himself sealed because of its awesome destructive power. He needs a great sum of money to save the life of his sick granddaughter from a rare disease, but he couldn't obtain the prize money from the previous Dead or Alive World Combat Championship, so he is determined to win this tournament. He fights using the amazing martial art of Xynyl Liuhe Quan.

Nationality: Chinese  
Gender: Male  
Birthday: January 3, 1948  
Blood Type: A  
Height/Weight: 5'7" 172lbs  
Body size: 136" W40" H36"  
Fighting style: Xynyl Liuhe Quan  
Occupation: Antique Book Store Owner  
Likes: Mabo Tofu  
Hobbies: Judo, folk dancing

## Complete Move List

### Attacks

Ren-Geki-Dan	Soku-Zanto	Karenome: Nengo (During Handstand)
Kusen-Zangeki	Gao-Sho	Kabuto-Gari (During Handstand)
Mekki-Tatsumaki	Rekku-Rakushin-Ga	Zonshu Sen (Low throw)
Ren-Kikohu-Shinte	Kikoku-Shinte-Kyaku	Hane-Karakuri (Low throw)
Junpu-Ren-Kyaku	Chisho-Kyaku	Takitsubo-Wataru (Low throw, from the back of opponent)
Hato-Geri	Jinpu-Kyaku	
Hatotsu-Rensho	Zanma-Geri	
Raishin-Geki	Rakushin-Ga (Snowing the back to opponent)	
Amatsuki	Koten Seiken-Zuki (During handstand)	
Kushin-Geki	Koten Sokuto-Geri (During handstand)	
Hayo-Nagi-Geri	Senjin Kyaku (During handstand)	
Mizore-Uchi	Tenho-Kyaku (During handstand)	
Chisen-Kyaku	Muso-Gari (During handstand)	
Garyo-Sen	Uretsui (Next to wall)	
Juki-Barai	Juji-Garami	
Hazumi-Guruma	Yagura-Kuzushi (Opponent's back facing a slope)	
Nichirin Kyaku	Koryu-Otoshi (Your back facing a slope)	
Hagen Koryo-Kyaku	Kubikin-Nage	
Tennin-Kyaku	Shoro-Uchi	
Onibishi (While standing)	Shiho-Nage	
Ura-Chiso-Kyaku	Yama-Arashi	
Kaja Rensho	Hayabusa-Gen	
Jsuberi	Gen-Ei	
Junpu-Geki	Rakurai-Sho	
Junpu-Ren Geki	Juna-Otoshi (Throw Combo)	
Kiei-Shusen-Kyaku	Ura Nage (From the back of opponent)	
Kopin-Kyaku	Kandachi-Otoshi (From the back of opponent)	
Mai-Kiri	Rakuryu-Sho (From the back of opponent)	
Minyu-Kyaku		

### Throws

### Holds

Senko-Izuna (Against a high punch)
Kage-Toro (Against a high kick)
Senko-Izuna (Against a middle punch)
Shugeki-Kakuto (Against a middle kick)
Yoko-Izuna (Against a low punch)
Kuken-Giri (Against a low kick)
Toraga-Sodan (Against a jumping punch)

### Down Attacks

Naraku-Zuki
Toraga-Sodan

### Special Move Attacks

Yench-Gaeshi (During handstand)
Koten (During handstand)
Urakaze
Ko-Ten (During handstand)
Furmon (During handstand)
Asuka-Gaeshi (Next to wall)
Appeal "Nin"
Appeal "Rin"
Appeal "Rin"

## Complete Move List

### Attacks

Yu-Sho	Han-Senpu	Fukuro (Against a middle punch)
Rensui-Tanpa	Senpu-Zenso-Tai	Ryurimbo (Against a middle kick)
Tanho, Kosonzan	Tenshin-Koshu-Tai	Tenzan-Hosu (Against a jumping punch)
Kohoto	Sokutan-Kyaku	Die so (Against a low kick)
Banchu, Tanho, Kosonzan	Soh-Kyaku	Yoshi-Monshin (Against a jumping punch)
	Jensu-Ta	Nashu (Against a high, middle punch)
Banho-Yokei	Juji-Kao	Koshu (Against a high, middle kick)
Naiho, Yosoku	Yosan (Opponent's back facing a slope)	Koshu (Against a low punch)
Kairu, Susui, Sula	Dai Ryuko (Your back facing a slope)	Kinka (Against a low kick)
Koryo	Shin-i-Ha	
Tanpa	Ryuyo (Next to wall)	
Kosonzan	Shutai	
Sen-Shippo	Kokei (Throw combo)	
Kobokuha	Kokai-San-Osa	
Yosokuha	Unpei-Rakuho (Throw combo)	
Gyuu-Haito	Koha bi (From the back of opponent)	
Soha	Sokujin (From the back of opponent)	
Yoshi-Saiken	Batetto (Low throw)	
Toha	Ribyo-Joku (Low throw)	
Rokugo-Rhosu	Juji-Daiheki (Low throw from the back of opponent)	
Yokei		
Hakuja-Honsu		
Sennyu-Ha		
Keitai, Han-Senpu		
Shuchisan-Ugva		

### Throws

### Down Attacks

Rakushu-Geki
Chito Sui

### Special Move Attacks

Senpo
Sokuten
Appeal Banrakuchi

### Holds

Yaman-Hosu (Against a high punch)
Kosoku-Tenho (Against a high kick)

# Helena

## The Primadonna of Revenge

Helena is the daughter of Fame Douglas and a world-class soprano singer. She is also an expert in the beautiful but deadly martial art of Pi Qua Quan. While performing at the Great Opera House, a shot was fired at her, but killed her mother instead. While searching for the culprit, Helena learned that the murders of her parents, and attempt on her own life, are somehow related to the Dead or Alive World Combat Championship.

**Real Name:** French  
**Gender:** Female  
**Birthday:** January 30, age 21  
**Blood Type:** AB  
**Height/Weight:** 5'7", 108lbs  
**Body size:** 83" W22" H34"  
**Fighting style:** Pi Qua Quan  
**Occupation:** Opera Singer  
**Like:** Music Manger  
**Hobbies:** Studying her dog



# Tina Armstrong

## Women's Wrestling Superstar

Tina, a super starlet in the world of women's wrestling, and the daughter of the undefeated champion of professional wrestling, Bass Armstrong, is driven by ambitions that know no bounds. Quite proud of her looks, Tina knows how to use her beauty and lives the celebrity lifestyle. She aims for victory in the Dead or Alive World Combat Championship, and knows it will skyrocket her popularity to the next level.

**Real Name:** American  
**Gender:** Female  
**Birthday:** December 1, age 22  
**Blood Type:** O  
**Height/Weight:** 5'8", 125lbs  
**Body size:** 85" W24" H34"  
**Fighting style:** Wrestling  
**Occupation:** Professional Wrestler  
**Like:** Seafood  
**Hobbies:** Fighting, playing guitar

## Complete Move List

### Attacks

Kasui-Sho
Renkan-Kasui-Sho
Renkan-Kosen-Tai
Renkan-Sen Kyaku
Hekiro-Kasui-Sho
Sensho Rekka-Kyaku
Toishitsu-Johai-Sho
Kyuhou Ryoin-Sho
Dokuritsu-Kaheki
Tenshin-Kasui-Sho
Tanheki-Kasui-Sho
Tanheki-Kosen-Tai
Tanheki-Sen-Kyaku
Renkan-Hoto-Ken
Kasetsu-Sho
Senpo-Token
Soheki-Sho
Rekka-Kyaku
Shin-Kyaku-Kasen-Kyaku
Shin-Kyaku-Ryoin-Sho
Rigo-Tai
Shashu-Ki-Kyaku
Ioku-Gaihai-Ren
Hoken-Soto
Senken-Soto
Senken-Koshu-Tai
Niki Kyaku
Bokuho-Sen-Kyaku
Choda Karan
Jryu-Banda
Kinpi-Ryokase

### Back-Facing Attacks

Renkan-Kasetsu-Sho
Renkan-Tenshin Kasui-Sho
Kaishin Kasen-Kyaku
Kaishin-Ryoin-Sho
Tenshin Toshu
Seryu Kashu
Kosen-Tai

### Bokuho Attacks

Han-Maho-Renkan-Sho
Sensho-Niki-Kyaku
Kyoda-Shoken
Renken-Ki-Kyaku
Haisei Kasen-Kyaku
Haisei-Ryoin-Sho
Banchu-Sen-Kyaku
Kasen-Kasui-Sho
Kasen-Tokyaku
Kasen-Kikyaku
Zenko-Tai

### Throws

1 2 3 Sho
Kamon Tanheki (Opponents back facing a slope)
Toshatsu-Ura (Your back facing a slope)
Sen-Heki
Tenryu Ryuu-Kyaku (next to wall)
Shichen-Takusho-Gekken
Tenryu-Hito

Zenheki (Opponents back facing you)
Shosen (low throw)
Fukanbu (low throw)
Zenheki-Kao (low throw with from the back of opponent)

### Holds

Kosen (Jump Against a high punch)
Tsukemi Ryugeki (next to a wall against a high punch)
Fukuro (Against a high kick)
Tenshin Bansa (Against a middle punch)
Ichitsu-Choshitsu (Against a middle kick)
Hekizan (Against a low punch)
Nutan (Against a low kick)
Tenshin-Nawan (Against a middle punch)

### Down Attacks

Roho-Kasai-Ken
Kobun-Sno

### Special Move Attacks

Bokuno
Forward (During Bokuho)
Back (During Bokuho)
Stand (During Bokuno)
Turn (During Bokuho)
Dash Forward (During Bokuno)
Dash Backward (During Bokuno)
Toishitsu (During Bokuno)
Back Dash (Showing the back to opponent)
Appeal Token-bokuho

## Complete Move List

### Attacks

Jab High Kick
Machine Gun Middle
Machine Gun Elbow Knee
Knuckle Arrow
Blazing Chop
Black Elbow Knee
Double Hammer
Low Spin Knuckle
Infinity Combo
Ultimate Combo
Spin Knuckle Combo
Low Drop Combo
Combo Drop Kick
Jumping Hip Attack
Vertical Hammer
Dolphin Uppercut
Rolling Elbow
Ankle Spin Kick
Double Middle Kick
Step Kick
Neck Cut Kick
Drop Kick
Front Step Kick
Knee Hammer
Double Submarine
Crash Knee
Dancing Doll Kick
Shoulder Tackle
Short Range Lariat
Elbow Suicide
Rolling Sobat

Front Roll Kick
Low Drop Kick
Moonsault Press
Front Roll Elbow
Leg Cut
Turn Sobat (Showing the back to opponent)
Moonsault Attack (Showing the back to opponent)

### Throws

Death Valley Bomb
Rodeo Drive (Next to top)
Texas Driver (Throw Combo)
Burst Cyclone (Throw Combo)
Frankensteiner
Hammer Through - J.O.S (Throw Combo)
Burst J.O.S (Throw Combo)
Giant Swing (Throw Combo)

Sky Twister Press (Throw Combo)
J.O.S (Throw Combo)
Fisherman's Buster
J.O. Cyclone
Double Break (Throw Combo, from the back of opponent)
German Suplex Whip (from the back of opponent)

Burst Sub (next to wall from the back of opponent)
Dragon Suplex (Throw Combo, from the back of opponent)
Trans Four Leg Lock (Low throw combo)
Tiger Driver (low throw combo)
Japanese Ocean (Low throw)
Neck Crusher (low throw, from the back of opponent)

### Holds

Low Leg Grab (Against a high punch)
Spring Leg Lock (Against a high kick)
Arm Whip (Against a middle punch)
Figure Four Leg Lock (Against a middle kick)
Rolling Triangle Lock (Against a low punch)
Long Spin (Against a low kick)
Air Whip (Against a middle punch)

### Down Attacks

Hip Drop
Elbow Drop

### Special Move Attacks

Rolling Forward
Appeal Come on!
Appeal Guts pose



## Bass Armstrong

- Unhappy Father Pro-wrestler -

Bass is the father of Tina Armstrong, and as any normal father, he doesn't like his daughter using her sex appeal to raise her celebrity status. He is an undefeated bad guy professional wrestler who enters the Dead or World

Combat Championship to stop his daughter's cheap and lofty ambitions. At the same time he hopes to teach his daughter about the tough reality of the World Combat Championship. But he loves his daughter dearly and keeps an eye on her, at all times, from a distance.

Nationality: American  
Gender: Male  
Birthday: July 4, age: 46  
Blood Type: O  
Height/Weight: 6'5", 345lbs  
Body size: 156" W33" H54"  
Fighting style: Wrestling  
Occupation: Professional Wrestler  
Likes: Sautéed Chicken  
Hobbies: Touring, training Tina

## Complete Move List

### Attacks

Combo Gong	↓
Combo Hammer	↓
Combo High Kick	↑
Combo Kick Crash	↑
Wild Swing	↔
Hell Stab	↔
Elbow Rush	↔
Stun Gun Chop	↔
Power Gong	↔
Knee Hammer	↔
Jumping High Kick	↔
Smash Gong	↔
Bear Scissors	↔
Kick Rush	↔
One Hand Hammer	↑
Buffalo Crush	↔
Drop Kick	↔
Flying Cross Chop	↔
Kenka Kick	↔
Hell Scissors	↔
Rolling Axe	↔
Bass Lariat	↔
Front Roll Kick	↔
Leg Break	↔
Low Drop Kick	↔
Muscle Elbow	↔
Buffalo Train	↔
Trass Kick	↔
Round Muscle Elbow	↔

### Throws

Falcon Arrow	↔
Canyon Cluck (Next to wall)	↔
One Leg Standing Head Butt	↔
Wild Bull Head Butt (Next to wall)	↔
Water Mill Drop	↔
Bear Press (Next to wall)	↔
Bass Tornado	↔
Flying Body Scissors	↔
Dynamite Lariat	↔
Atomic Hammer (Crash Next to wall)	↔
Oklahoma Stampede (Throw Combo)	↔
Mannattan Driver (Throw Combo)	↔
Super Freak	↔
T.F.B.B.	↓
T.F.B.C. (Next to wall)	↓
Escape Back (Throwing the back to opponent)	↔
Dangerous Back Drop (From the back of opponent)	↔
Locomotion Back Drop (Next to wall from the back of opponent)	↔
Argentina Back Breaker (From the back of opponent)	↔
Reverse Power Bomb (From the back of opponent)	↔
Face Crasher (Throw Combo from the back of opponent)	↔

Ham Claw (From the back of opponent)	↔
Grizzly Launcher (Throw Combo from the back of opponent)	↔
Grizzly Crash (Throw Combo against the wall from the back of opponent)	↔
Bass Bomb (Low throw)	↔
Spiral Bomb (Low throw)	↔
Double Arm Driver (Low throw)	↔
Carl's Hammer (Low throw from the back of opponent)	↔

### Holds

Atomic Suplex (Against a high punch)	↔
Rolling Press (Against a high kick)	↔
Shoulder Through (Against a middle punch)	↔
Blast Through (Next to wall against a middle punch)	↔
Crusader's Train (Against a high kick)	↔
Guillotine Drop (Against a low punch)	↔
Giant Hammer Throw (Against a low kick)	↔
Iron Hammer Press (Against a low punch)	↔

### Down Attacks

Double Knee Drop	↑
Stomping	↓

### Special Move Attacks

Appeal I LOVE TINA	↔
Appeal Sautéed Chicken	↔

## Zack

- Funky Muay Thai Dude -

Zack is a kick-boxer whose strength and eccentricity are second to none. While most people think Zack is a punk, he is a world class fighter and self-taught master of the martial art know as Muay Thai. He re-entered the Dead or Alive World Combat Championship to feed his appetite for public attention (and to win the prize money). Because of his blunt and funky personality, his popularity is growing.

Nationality: American  
Gender: Male  
Birthday: April 3, age: 25  
Blood Type: O  
Height/Weight: 5'11", 172lbs  
Body size: 84" W33" H37"  
Fighting style: Muay Thai of his own style  
Occupation: DJ  
Likes: Ice Cream  
Hobbies: Billiards

## Complete Move List

### Attacks

Jab High Kick	↔
Machine Gun Middle	↔
Machine Gun Elbow Knee	↔
Knuckle Arrow	↔
Blasting Chop	↑
Back Elbow Knee	↔
Double Hammer	↔
Low Spin Knuckle	↔
Infinity Combo	↔
Ultimate Combo	↔
Spin Knuckle Combo	↔
Low Drop Combo	↔
Combo Drop Kick	↔
Jumping Hip Attack	↔
Vertical Hammer	↑
Dolphin Uppercut	↔
Rolling Elbow	↔
Ankle Spin Kick	↔
Double Middle Kick	↔
Step Kick	↔
Neck Cut Kick	↔
Drop Kick	↔
Front Step Kick	↔
Knee Hammer	↔
Double Submarine	↓
Crash Knee	↔
Dancing Doll Kick	↔
Shoulder Tackle	↔
Short Range Lariat	↔
Elbow Suicide	↔
Rolling Subat	↔

Front Roll Kick	↔
Low Drop Kick	↔
Moonsault Press	↔
Front Roll Elbow	↔
Leg Cut	↔
Turn Sobat (Showing the back to opponent)	↔
Moonsault Attack (Showing the back to opponent)	↔

### Throws

Death Valley Bomb	↔
Rodeo Drive (Next to wall)	↔
Texas Driver (Throw Combo)	↔
Burst Cyclone (Throw Combo)	↔
Frankensteiner	↔
Hammer Through - J.O.S. (Throw Combo)	↔
Burst J.O.S. (Throw Combo)	↔
Giant Swing (Throw Combo)	↔

Burst Suplex (Next to wall from the back of opponent)	↔
Dragon Suplex (Throw Combo from the back of opponent)	↔
Four Leg Lock (Low throw Combo)	↔
Tiger Driver (Low throw Combo)	↔
Japanese Ocean (Low throw Combo)	↔
Neck Crusher (Low throw from the back of opponent)	↔

### Holds

Crushing Hammer (Against a high punch)	↔
Spring Leg Lock (Against a high kick)	↔
Arm Whip (Against a middle punch)	↔
Figure Four Leg Lock (Against a middle kick)	↔
Rolling Triangle Lock (Against a low punch)	↔
Leg Split (Against a low kick)	↔
Air Whip (Against a low punch)	↔

### Down Attacks

Hip Drop	↑
Elbow Drop	↓

### Special Move Attacks

Rolling Forward	↔
Appeal: Come on!	↔
Appeal: Guts pose	↔

J.O.S. (Throw Combo)	↔
Fisherman's Buster	↔
J.O. Cyclone	↓
Double Break (Throw Combo from the back of opponent)	↔
German Suplex Whip (from the back of opponent)	↔

# Leon

## The Warrior

Leon is a lonely soldier, wandering this world while building his strength. His heart is still torn from the loss of Roland, a woman of the Silk Road, who died in his arms saying, "The man I love is the strongest man in the world." In order to fulfill the last words of his lost love, he aspires to be the strongest man on Earth.

Nationality: Italian  
Gender: Male  
Birthday: March 14, year 82  
Blood Type: B  
Height/Weight: 6'4", 260lbs.  
Body size: 803" W47" H46"  
Fighting style: Command Sailing  
Occupation: Mercenary Soldier  
Likes: Pizza  
Hobbies: Planting potted plants



**Jann Lee**

## Passionate Fighter

Jean Lee fights from his soul. He has trained in the fighting style of Jeet Kune Do, developed by Bruce Lee, and he appears at battles where only the strongest of men fight. With a strange bird-like cry, he strikes with the passion of a dragon. He strives for each attack to be the most powerful strike he has ever made in his life. Some think he's too self-possessed, which keeps women from getting close to him.

Nationality:	Chinese
Gender:	Male
Birthday:	November 27, 1979
Blood Type:	A9
Height/Weight:	5'8", 165lbs.
Body size:	350" W31" H94"
Fighting style:	Jeet Kune Do
Occupation:	Bodyguard
Likes:	Hamburgers, Grapes etc.
Hobbies:	Watching action movies

## Complete Move List

## Attacks

Attacks		Storm Sobat	
Palm Arrow	↖	Storm Uppercut	↗
Tomahawk Elbow	↖↗	Trap Heel Hammer	↖↗
Smash Uppercut	↑	Trap Reverse Hammer	↖↗
Trass Kick (While standing)	↖↗	Giant Uppercut	↖↗
Rising Tomahawk	↖↗	Scimitar Lock Heel	
Javelin Kick	↖↗		↖↗↖↗
Body Sobat	↖↗↖↗	Turn Low Javelin	↖↗↖↗↖↗
Blast Trass	↖↗	Double Spike	↓
Blast Drive Knee	↖↗	Solid Cannon	↖↗
Knee Lift	↖↗	Smash Upper (With your back facing opponent)	
Smash	↖		
Heel Hammer	↖↗		

## Throws

Head Butt		Desert Cross Hold	
Arm Grenade		Desert Scorpion	
Flame Knuckle		Neck Hanging Tree	
Shoulder Tackle		Neck Hanging Blow	
Reverse Double Hammer		Choke Splash	
Leg Spike		Shoulder Breaker	
Solid Crush		Fire Storm Knee	
Crush Leg Spike		Half Boston Crab	
Stomach Break		STF	
Rush Sobat		(Throw combo)	
Rush Leg Spike		DDT	
Lab High Kick		(Throw combo)	
Storm Hook		Desert Falcon	
Storm Blast Knuckle		Desert Bridge	
		Catching Arm Bar	
		Hel Hazard Lock	

Swing Neck Hold (throw comb to, from the back of on yourself)

**Swing Breath-Fall (throw combo)**  
next to wall - from the back of opponent

**Crazy Crash**  
(low throw combo)

**Reverse Arm Lock**  
(low throw combo)

**Ground Submission**  
if opponent on the ground

Hold

Against a high punch	↺
Reverse Achilles Heel Lock	
Against a high kick	↺
Death Trap	
Against a middle punch	↺
Snake Bites Against wall	
Against a middle punch	↺
Catching Cross Hold	
Against a middle kick	↺
Rolling Cross Hold	
Against a low punch	↺
Grapple Death Lock	
Against a low kick	↺
Catching Arm Lock	
Against a jumping punch	↺
Heel Hold	↺

## Down Attacks

Knee Drop	↑	+
Temping	↓	

## Special Move Attacks

Figure 1. Schematic diagram of the experimental setup.

## Attacks

Attacks				
Upper Knuckle	↖	Low Dragon Hammer	↗	Fireman's Carry
Back Hook	↗	Dragon Hammer	↔	The Way of the Dragon
High Shin-Knee Kick	↖↗	Shin-Knee High Kick	↖↗↖	The Fall of the Dragon (Next to wall)
Read High Kick	↖↗	Double Hook Kick	↖↗↖	
Double Upper Kick	↖↗↖	Thrust Spike Kick	↖↗↖	Bulldogging Head Lock (Throw combo)
Sekkan Chop	↖	Thrust Spin Kick	↓↖↗	
Sway Jab	↖	Side Master Kick	↖↗↖	Dragon Smasher (Throw combo next to wall)
Jab, High Kick	↖↗	Dragon Strike	↖↗↖	
Sonic Spin Kick	↖↗↖	Side Back Kick	↖↗↖	Dragon Rave (From the back of opponent)
	↖↗↖	Snap Spin Kick	↖↗↖	Sekkan Punch (From the back of opponent)
Sonic Low Spin Kick	↖↗↖	Snap Spike Kick	↖↗↖	Front Face Lock (Low throw)
	↖↗↖	Dragon Low Kick	↖↗↖	Side Buster (Low throw)
Sonic Uppercut	↓	Low Spin Kick	↓↖↗	Punish Punch (Low throw from the back of opponent)
		Dragon Blow	↖	

Holds

Dragon Knuckle While crouching	Dragon Knuckle While crouching	Launch into a high punch
Dragon Rush	Dragon Kick	Trace Gunner Against a high kick
Dragon Cannon	Dragon Spike	Double Blind Against a mobile punch
Dragon Slicer	Flash Turn	Leg Sweep Against a mobile kick
	High Spin Kick	Deep the Dragon Against a low punch
Combo Knuckle Uppercut	Dragon Flare	Dragon Twist Against a low kick
	Dragon Step High	Dragon's Roar

## Down Attacks

Body Uppercut	(Showing the back to opponent)	Trample
Body Low Spin Kick	Bind Knuckle (Showing the back to opponent)	Enter the Dragon
		Low Snap Kick

## Throws

Flash Low Spin Kick	Hei Drive	Appeal Shout
Dragon Slider (next to slope)	Dragon Gunner	

3



## Ein

### -The Iron Fist with a Lost Past-

Left to die in the esoteric Black Forest of Germany, Ein suffers from amnesia, but his deep desire to fight stayed intact within his beaten body. He mastered Karate in a very short period of time and goes down the road of battle to find his true self. He hopes to find answers to his past through participation in the second Dead or Alive World Combat Championship.

Nationality: Unknown  
Gender: Male  
Birthday: July 3, age 23  
Blood Type: A  
Height/Weight: 5'11", 168 lbs.  
Body size: B43" W33" H39"  
Fighting style: Karate  
Occupation: Karate Fighter  
Likes: Sashi, Sashiyaki  
Hobbies: Breaking beer bottles

# !?

## Tengu

Tengu is an evil villain of his own world. Bankotsu-bo murdered Kuramasa Maguson, the leader of the Tengu. Subsequently he has broken the Tengu rules, descending into the human world. His official name is "Gohyakumine Bankotsu-bo." He considers all

hopes and struggles of the human world to be insignificant, claiming that all disasters are nothing more than illusions he has brought about. All disasters that have befallen the age will later be referred to as the "Disaster at the End of a Century."

Nationality: Unknown  
Gender: Male  
Birthday: January 1, age 1500  
Blood Type: Unknown  
Height / Weight: 7 shaku 1 sun, 60 kan  
Body size: Unknown  
Fighting style: Tengu Do  
Occupation: Unknown  
Likes: Unknown  
Hobbies: Unknown

## Complete Move List

### Attacks

Subauchi	↔	Fu-un	↔	Guren	↔
Azuma	↔	Shiku	↔	Soeno	↔
Moroto Zuki	↔	Koro, Hane-Geri	↔	Seiyo	↔
Fujin	↔	Koro, Suimen-Geri	↔	Kobore Zuki	↔
Kaida	↔	Konn	↔	Mozu Sashi	↔
Hyosai	↔	Gyosho	↔	Tsurute-Basam	↔
Burai	↔	Oniba	↔	Suiri	↔
Ren-Fujin	↔	Ressei	↔		
Ren-Kengyu	↔	Ienro	↔		
Musho	↔	Ginro	↔		
Rakusho	↔	Hamon	↔		
Ren Zuki, Ren Geri	↔	Raigy	↔		
Shuzaku	↔	Tenrai	↔		
Ryub	↔	Kara	↔		
Tsuk, Ren-Gen	↔	Hyoai	↔		
Kengyu	↔	Shonn	↔		
Kagite, Yoko-Gen	↔	Kofu	↔		
Kagite, Suimen-Geri	↔	Maizuru	↔		
Tengai	↔	Tenn	↔		
Ren-Tettsui	↔	Tsuo-Ushiro-Geri	↔		
Shien	↔				
Fumon	↔				
Mawashi, Ushiro-Gen	↔				
Nobori Mawash-Geri	↔				
Mae-Kenage	↔				
Zanrei	↔				
Tenso	↔				
Kakato-Otoshi	↔				

### Holds

Swarm	↔
Tenga	↔
Rakuro	↔
Metsumon	↔
Ruten	↔
Kobro	↔
Suibo	↔

### Down Attacks

Akki	↔
Kahin	↔

### Special Move Attacks

Appeal: "Come On!"	↔
Appeal: "Easy!"	↔

### Throws

Suigetsu	↔
Rakugetsu	↔
Tach-kage	↔
Ryukotsu	↔
Gankotsu	↔
Hokage	↔
Rakka	↔
Fute	↔

## What is a "Shinobi"?

The word "shinobi" is a very old one, preceding the modern word "Ninja." In Japanese, "shinobu" is a verb meaning "to perform actions with the utmost secrecy." In a more general sense it means "to endure by maintaining calmness." However, this kind of endurance means perseverance beyond the limits of one's imagination, even to the point of accepting death calmly. This is where Shinobi philosophies are readily apparent. For the Shinobi, the single most important principle is the continued existence of their tribe, and for this they require the will to endure all pain and suffering.

The famous realization of Hagakure, "Bushido is found only in death," is a discovery made by samurai. But in the world of the shinobi, death is calmly viewed as a common philosophical view of a higher state. This philosophy is from an early age infused within the depths of the soul.

The Shinobi are a group of elite people who use their highly advanced techniques to perform espionage, combat operations, assassinations, etc. Internal struggles reached their peak in 16th century Japan. Accordingly, the Shinobi were similar to modern-day intelligence agencies and military SOG's\*, yet they were unique in many ways. For one thing, they formed their own tribe, and their technique was inherited through a closed bloodline. Accordingly, training started very early in life. But only after completing tests and training so intense it cannot be described using words did they combine with the highly trained bloodline. All members were specialists of extreme skill.

Secondly, as this shows, they were a very independent group of people. They made their living from espionage and military operations, but they weren't simply an organization placed into effect by some government. They had skills exceeding even the most experienced samurai, and were masters of strategy. They were few in number, but they possessed enough defensive power to keep those in power at a constant distance.

This, however, was a state of independence on the brink of breakdown due to their existence as outsiders, along with the fact that they were so small in number. In order to maintain this independence, they sold their overpowering technique as a unique product to those in power. Even when the members of the same shinobi tribe were to become enemies during the course of their missions, professionalism was never sacrificed. Thus, personal ties were a hindrance to that professionalism. Once the shinobi left their home villages, parenthood and siblinghood meant nothing to them. To live in this cruel chain of society was the only way for them to continue their existence.

The secret to living life in this manner can be summed up in one word: "shinobi." Their very existence and purpose required that each Shinobi be able to endure circumstances that would otherwise be impossible to accept. The weak that were willing to abandon this endurance were considered a threat to the shinobi tribe, and were often killed on the spot.

This iron-clad unity was the rule of blood that allowed the shinobi tribe to carry forth its tradition. Hagakure is the beauty of samurai philosophy, but the Ninja viewed life and death more in fundamental terms. In light of this severity, even a samurai is merely a part of the general population. This structure allowed the shinobi to exist independently in small numbers yet be considered the strongest of the strong.

The shinobi tribes lived in hidden villages in the mountains, participating in power struggles without ever being a part of them.

What is interesting is the ties between the shinobi and Tengu.

The origin of the shinobi is thought to lie in a force of mountaineers who would not submit to the will of a centralized government (see "What is a 'Tengu'?"). The shinobi techniques and beliefs, which are passed down through the ranks and generations, are notably similar to the personality training practices and physical training philosophies of the yamabushi, who are considered to be the closest people to the mythical tribes of mountain beasts known as tengu.

Yamabushi were mountain priests who worshipped the tengu. They were obsessed with the God-like power of the tengu, and trained their minds, bodies and souls by running through the mountains in order to obtain that power. Generally, though, they couldn't hope to attain as much power as the tengu. Of course, the yamabushi weren't members of the tengu tribe, and their physical limits were no different than those of other Japanese people. However, on rare occasions a member of the yamabushi tribe would produce a tengu; a man with tengu-like powers and an amazing capacity for education and strategy.

It is known that the shinobi and yamabushi are hard to tell apart. In fact, there is a tendency to consider them as being one and the same. Since both groups of people maintained secrecy, there are no existing historical records depicting the relationship between the two. But certain evidence points in that direction.

Ninjutsu strongly emphasizes the technique employed by the tengu, and is therefore an interesting subject in and of itself. For example, the Ninpo "Izuna Otoshi," which is displayed in a fantasy-like manner in this game, is actually derived from the laws of Izuna pioneered by the great Tengu, Saburo Izuna. Therefore, Ninjutsu is feared and held as being superior to all other forms of martial arts.

- SOG: Special Operations Group. A military SOG is quite different from a nonmilitary SOG, since it's related to the military and often supercedes the law, and is of utmost secrecy. For example, in terrorist situations the military SOG prioritizes the destruction of the terrorists over saving the lives of the hostages. A nonmilitary SOG, on the other hand, is usually a part of the police or similar agency and under all circumstances must obey the law. Their priority is to save the lives of the innocent.

## What is a "runaway shinobi"?

Runaway Shinobi are ninjas that abandon the Shinobi tribe to which they're related.

Secession is under circumstances allowed in Shinobi society. The shinobi always keep their secrecy, and in order to do so they follow an unbreakable code that maintains their livelihood and existence. Accordingly, those who escape the tribe's control with sensitive internal information are a very serious threat. These threats must be eliminated at all costs, and a band of Ninjas is often dispatched to kill the "runaway" Shinobi. It is thus considered suicidal to become a "runaway" Shinobi. A cruel fate awaits anyone who should attempt it.

### What is the Mugen Tenshin style Ninjutsu?

This is a faction of Ninjutsu. This faction can be further separated into "Tenjin Mon" and "Hajin Mon," and these two make up the foreground and background of Mugen Tenshin. The legacy is inherited by those belonging to the Mugen Tenshin faction.

#### Tenjin Mon

This is the foreground of the Mugen Tenshin style of Ninjutsu. Most of the Ninjas from the Mugen Tenshin faction belong to this side of Mugen Tenshin. They're trained in order to acquire superhuman physical strength and battle technique. They're highly resistant to physical pressure.

#### Hajin Mon

This is the backside of the Mugen Tenshin style of Ninjutsu; a well-kept secret within the already secretive Ninja society Mugen Tenshin. Members of this side are believed to possess superhuman physical strength and battle technique. Additionally, they're said to have magical abilities, and this makes them all the more feared.

The members of this side of Mugen Tenshin — a very exclusive group—are known to provide background support to the Tenjin Mon. The Hajin Mon possess unbelievable powers, but strangely they're sworn to utmost obedience to the Tenjinmon.

### What is the Hayabusa style of Ninjutsu?

This is another faction of Ninjutsu. The Hayabusa don't form a large tribe as the Mugen Tenshin do, but instead carry forth their legacy through the skills of a few elite individuals. They're undoubtedly close to the Mugen Tenshin in terms of technique, but as with all shinobi history there is no documentation that explains how these two tribes are related.

The Hayabusa are considered to have the closest relationship with the Yamabushi and Tengu, and are accorded much respect.

### What is the "Epsilon"?

At the end of the 20th century, a human modification experiment was performed on Hayate, one of the strongest Shinobi. The purpose was to develop a physical body of superhuman abilities. "Epsilon" was the code name given to Hayate, who was captured for the experimental subject. Apparently most of the modifications were made to Hayate's nervous system, but it failed to produce an improvement in Epsilon, and in fact resulted in the latter's destruction.

To succeed the Epsilon Project, there was a plan involving the cloning of Hayate's younger sister, who was considered genetically superior to Hayate. The first test subject in this second attempt is called Kasumi.

### What is "Pi Qua Quan"?

Pi Qua Quan, among all the Chinese martial arts, involves the most movements. Mainly, it emphasizes mid- to long-range attacks, in which the opponent is confused by the attacker's constant motion.

Pi Qua Quan is named from the movement of the hands during an offensive. The downward movement of the hand is referred to as pi, while the upward movement is referred to as qua. As the name suggests, Pi Qua Quan is the circular motion of the hand, much like a windmill. A fist is seldom used. Instead, much of the offensive comes from hands relaxed with fingers extended, being used in a manner resembling a whip. The moves are full of beauty, yet the offenses are sharp and heavy.

In Pi Qua Quan the moves are smooth and flexible. It demands the greatest degree of flexibility, even among the northern faction of Chinese martial arts, which demand flexibility of the body.

### What is "Jeet Kune Do"?

Jeet Kune Do is the martial art developed by the late Bruce Lee. The martial art "El Shun Ken" that he learned in his youth is the basis of Jeet Kune Do. The advantages of other martial arts have been incorporated, and the concept of Jeet Kune Do is "freedom."

This unique style, which involves entering battle in a free-form concept that is not governed by any rigidly prescribed form, was born only because Bruce Lee didn't just stop at becoming a great martial arts user but possessed the open perspective of a performer, as well.

### What is "Xynyi Liuhe Quan"?

Xynyi Liuhe Quan is a powerful form of martial art capable of ending a battle with a single blow. In fact, it's considered by many to be the most powerful of all Chinese martial arts, and is a secret martial art form passed down through the ultimate secrecy of the Kaizoku (Chinese followers of Islam). Xynyi Liuhe Quan was introduced into the world recently, and its deadly combat characteristics became quickly well-known. Today there is virtually no martial artist that doesn't know of its existence.

Xynyi Liuhe Quan completely ignores any weakness on the part of the user, who aggressively engages in battle at close range. The intended result is to defeat before one can be defeated. Therefore, the offensive is extremely heavy and damaging, often not even allowing time for the opponent to retaliate. Headbutts and bodily collisions are its main weapons.

### What is "T'ai Chi Quan"?

T'ai Chi Quan is a Chinese martial art popularized in Japan and the United States as a physical exercise that can be performed by even the elderly. Nevertheless, it's original intention is as a method for combat.

The strength guided by chi, the breathing and the curving of the physical body, is used to instantaneously send a blow to the opponent. Since it doesn't rely heavily on muscles, it can be used by the elderly to produce damaging blows. The disadvantage is the fact that it takes a long time to master.

Among the Chinese martial art forms that do not emphasize structure, T'ai Chi Quan places a considerable emphasis on it. The reason is that the proper chi can't be obtained without the proper form. 41

### What is "Command Sambo"?

The Central Asian region of the former Soviet Union is a vast storehouse of martial arts. Sambo is a technique developed by combining over 200 types of regional martial arts in the area. Its advanced moves, which target the joints, are feared by many. The damage toward the joints is definitive, immediately obliterating the opponent's ability to fight. Of course, this carefully constructed system gets real results in battle.

Command Sambo is a military martial art form based on Sambo, as developed by the former Soviet Union to focus completely on the offensive. Command Sambo leaves no room for mercy. It's a cold, mechanical martial art created for the purpose of surviving modern warfare and the constant struggle between life and death.

### What is a "Tengu"?

Tengu is a mythical tribe of beasts living in the wilderness of the mountains of Japan. It is quite understandable that they are referred to as goblins by the Japanese public at large. Yet this mountainous tribe is too different from the norm. It's no wonder they're so different, since they're a completely different race than the Japanese.

The Tengu's appearance is strikingly different to begin with. They have very high noses and in the physical sense are significantly superior. There are people who claim they have seen Tengu fully 10 shaku\* in height. This is probably an exaggeration and it's unlikely that they are that tall, but the average height of a male Tengu is easily over six shaku. It's common enough for Tengu to reach seven shaku in height.

Their bodies are generally broad, and they possess great physical strength. The everyday game of "Tengu Daoshi" reflects the strength of these beings. In this game they knock over full-grown pine trees in the mountains. It seems like simple vandalism, but apparently there's a competitive side to the activity. The thicker the tree one can knock down, the more status one can earn. There must be some secret to this; some secret that only experience can teach. Nevertheless, it's clear they must possess inhuman strength in order to knock down full-grown pine trees in such a leisurely fashion.

Their skin tone is dark, and is usually red to dark red, but there are some Tengu that have the same skin tone as the average Japanese. The language they use is no different than the historical language of ancient Japan.

The Tengu seemed to have arrived from the Asian continent, and had a drastic effect on the Japanese, acting as teachers in order to demonstrate various techniques. The technique that is the basis of the various martial arts is usually obtained through the Tengu. From this it's apparent that the Tengu enjoy teaching others.

A point of contrast is that Tengu seem to live in the deep mountain forests, maintaining a degree of secrecy. Their magical technologies and knowledge are the basis of Japanese occultism. No matter the kinds of tricks they may use, their god-like powers are undeniable, and their knowledge and strength is the fear of many.

The full details of their existence are still shrouded in mystery. This is due to the difficulty of contact with the Tengu in recent years. Also, the Tengu veil their existence as the central sect in a society of mountain cultures.

The term "mountain people" refers collectively to those who live in the mountainous regions that make up the majority of Japan. It refers to those people who don't conform to the central governmental society of Japan. (Ninjas originated from these mountain people. See "What is a 'Shinobi'?" )

Mountain people are independent and secretive, with little respect for any attempt at control by the centralized government. Furthermore, the Tengu--mountain people among mountain people--are even more secretive. In fact, they've had very little contact or relationships with the Japanese.

### The Wings of Tengu

Tengu apparently have wings growing out of their backs. One theory holds that they can fly, and there are witnesses to support that. It's a wild and careless bedtime story that they are winged people. However, it is true that they wear wings on their backs as a fashion statement. Tengu appear in front of people unabashedly donning the wings on their backs.

One theory says the reason people say the Tengu can fly is due to the fact that the Tengu have amazing agility and have been observed jumping from tree to tree and rock to rock. However, this theory has been attacked by those who state that their wings aren't capable of sustaining flight.

The light-bodied actions by the Tengu don't really require wings, however. Ninjas perform such feats as a part of their training. It seems people have incorrectly deduced that they can move the way they do because of their superficial wings.

It is a fact, however, that they can jump from tree to tree and rock to rock. There are simply too many eyewitness accounts. It's no wonder they're considered magical when they move so freely, despite potentially dangerous and even life-threatening situations.

As with all masters, the God-like Tengu can make mistakes. A corpse of a Tengu with various abrasions and bodily damages was discovered at the base of the Kiso Mountain Range. It is thought that this particular Tengu faltered in his course along a rock high above, and fell to his death.

## Credits:



### MUSIC CREDITS:

"Dream On"

Written by Tyler

Performed by Aerosmith

Courtesy of Columbia Records

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**Zack's Complete Move List on page 31 of the Dead or Alive 2 Ultimate manual is incorrect. Please reference this insert for Zack's Complete Move List. Thank You.**

**Zack**

-Funky Muay Thai Dude -

## Complete Move List

### Attacks

Hell Needle	↑☺
Down Elbow	↘☺
Rising Heel Kick	↑☺
Double Impact	↘☺☺
Spinning Heel Kick	↘☺☺
Double Elbow	↘☺☺
Inferno Rush	↘☺☺☺☺☺
Inferno Shift	↘☺☺☺☺☺☺
Upper Elbow	↘☺☺
Half Spin Rolling Elbow	↘☺☺
Half Spin Heel Kick	↘☺☺
Gatling Knee	↘☺☺☺
Heat Sunrise	↘☺☺
Tumbling Heel	↘☺☺☺
Sway Blow	↘☺☺
Boost Rush	☺☺☺☺☺
Mobius Rush	☺☺☺☺☺
Mad Beast	☺☺☺☺☺☺
Beast Shift	☺☺☺☺☺☺☺
Mad Hound	☺☺☺☺☺☺☺
Hound Shift	☺☺☺☺☺☺☺☺
Vulcan Knee Kick	☺☺☺☺
Genocide Rush	☺☺☺☺☺☺
Devil's Rush	☺☺☺☺☺☺
Fake Spinning Heel	☺☺☺☺☺
Fake Bazooka	☺☺☺☺☺
Heaven Smash	☺☺☺☺☺☺

Slam Knuckle	↘☺☺
Mephisto Rush	☺☺☺☺☺☺
Demon Rush	☺☺☺☺☺☺☺
Demon Shift	☺☺☺☺☺☺☺☺
Belial Rush	☺☺☺☺☺☺☺☺
Belial Shift	☺☺☺☺☺☺☺☺☺
Tricky Beast	☺☺☺☺☺☺☺☺
Fury Beast	☺☺☺☺☺☺☺☺☺
Tricky Hound	☺☺☺☺☺☺☺☺☺
Fury Hound	☺☺☺☺☺☺☺☺☺☺
Zack Tornado	☺☺☺☺☺
Spinning Middle Kick	☺☺☺☺

Twister Uppercut	☺☺☺☺☺
Rising Knee	☺☺☺☺☺
Flying Knee Kick	☺☺☺☺☺
Devil's Elbow	☺☺☺☺☺☺
Vertical Axe	☺☺☺☺☺
Airwalk	☺☺☺☺☺☺☺
Overhead Kick	☺☺☺☺☺
Turn Bazooka	☺☺☺☺☺
Long Bazooka	☺☺☺☺☺
Turn Rolling Elbow (Showing the back to opponent)	☺☺☺☺☺☺
Turning Spinning Heel Kick (Showing the back to opponent)	☺☺☺☺☺☺☺
Spring Heel (While getting up)	☺☺☺☺☺☺

### Throws

Wild Throw	☺☺☺☺☺
Deadly Boarding (Next to slope)	☺☺☺☺☺
Stunner	☺☺☺☺☺☺

Knee Storm	☺☺☺☺☺☺☺
Nightmare Stand (Next to wall)	☺☺☺☺☺☺☺
Hard Rush	☺☺☺☺☺☺☺
Splash Dunk	☺☺☺☺☺
Fly Boarding (Next to wall)	☺☺☺☺☺
Neck Hunting (From the back of opponent)	☺☺☺☺☺
Violence Beat (From the back of opponent)	☺☺☺☺☺☺
Beast Fang (Throw combo)	☺☺☺☺☺☺
Heart Breaker (Throw combo)	☺☺☺☺☺☺
Reverse Beast Fang (Low throw, from the back of opponent)	☺☺☺☺☺☺

### Holds

Octopus Blow (Against a high punch)	☺☺☺☺☺
Slash Elbow (Against a high kick)	☺☺☺☺☺
Cross Bazooka (Against a middle punch)	☺☺☺☺☺
Heel Edge (Against a middle kick)	☺☺☺☺☺
Funky Elbow (Against a low punch)	☺☺☺☺☺
Dust Stamp (Against a low kick)	☺☺☺☺☺
Air Dunk (Against a jumping punch)	☺☺☺☺☺

### Down Attacks

Stepping Wave	☺☺☺☺☺☺☺☺☺☺☺☺☺
Wild Heel	☺☺☺☺☺

### Special Move Attacks

Fake Roll	☺☺☺☺☺
Appeal: Wave	☺☺☺☺☺☺☺☺☺☺☺☺☺
Appeal: "Nandeyanen (Why is that?)"	☺☺☺☺☺☺☺☺☺☺☺☺☺